

VISION- 1
AGP

3D Graphics Card

VISION-1 AGP

User's Guide

Version 1.1

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Please refer to README file in the driver diskette for operating instructions and other information updates.

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Introduction

VISION 1 AGP 3D .

VISION 1 Rendition V2200 , 3D
2D , 3D

- AGP , AGP V1.0
- Rendition V2200 . (RISC)
- 4MB 100MHz SGRAM
- , , 1600 x 1200,
- 85Hz
- ,
- 3D
- , MPEG 2/DVD
- VGA
- DPMS
- DDC2B

- OSR2), Windows NT4.0 , DirectX 5.0 Windows 95 (OpenGL
- 3D

AGP
VGA .

Windows 95; Windows NT

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AGP
VGA .

Windows 95; Windows NT

Deutsch

Wir danken Ihnen für den Kauf der VISION-1 AGP 3D Grafikkarte. Mit dem eingebauten Rendition V2200 True Media Accelerator verbindet Ihre VISION-1 eine hervorragende 3D Beschleunigung mit 2D Grafiken und ausgezeichneter Videoqualität auf einer einzigen Platine. Es bietet Ihnen eine sowohl hohe Performance-Leistung als auch eine zufriedenstellende Qualität für einen 3D Spiel- und Multimediaeinsatz.

Technische Daten:

- AGP Bus, AGP V1.0 Interface angepasst
- Rendition V2200 Accelerator gekoppelt mit einem Hochleistungs RISC Prozessor
- 4MB 100MHz SGRAM auf der Platine
- Eine 230MHz RAMDAC für eine hohe Bildauflösung, gute Farbsättigung und eine hohe Bilderneuerungsrate bis zu 1600 x 1200 bei 85Hz
- Hardware "Triangle" Funktion, Pixel Funktion und Füllfunktion, die Ihnen hochentwickelte 3D Funktionen und 3D Spezialeffekte liefern
- Video Abspielfunktion von überzeugender Qualität, MPEG-2/DVD Beschleunigung
- voll VGA kompatibel

- DPMS für Power Management Unterstützung
DDC2B für den Monitoranschluß und Abspielunterstützung
- Driver für die wichtigsten Operationssysteme und APIs
Windows 95 (OSR2.1), Windows NT 4.0
DirectX 5.0, OpenGL, etc. Unterstützung mit 3D
Beschleunigung für die bekanntesten Spiele

Systemanforderungen:

- Computer : Benutzung der Hauptplatine mit einem AGP Bus slot
- Monitor : Standard VGA Monitor. Um alle Vorteile der
Grafikkarte auszuschöpfen, benötigen Sie einen
hochauflösenden Multifrequenzmonitor.
- Software : Windows 95; Windows NT, etc.

Francais

Nous vous remercions d'avoir choisi la carte de graphiques VISION-1 AGP 3D. Munie de l'accélérateur de traduction incorporé "V2200 True Media Accelerator", votre VISION-1 réunit sur une seule carte l'accélération exceptionnelle 3D avec d'excellents graphiques 2D et une qualité supérieure de vidéo. Elle fournit également une performance remarquable aussi bien qu'une qualité de choix dans les jeux 3D et les applications multimédia.

CARACTERISTIQUES:

- Bus AGP, accomodant interface AGP V1.0.
 - Processeur RISC de haute performance avec Accélérateur de Traduction V2200 intégré.
 - 4MB 100MHz SGRAM sur monocarte.
 - Un écran RAMDAC 230MHz à haute résolution, grande intensité de couleur et à grande vitesse de rafraîchissement allant jusqu'à 1600 x 1200 avec 85 Hz.
 - Les mécanismes triangle hardware, pixel et d'insertion fournissent des caractéristiques perfectionnées 3D et des effets exceptionnels 3D.
 - Reproduction vidéo de haute qualité, accélération MPEG-2/DVD.
 - Compatibilité VGA entière.

 - DPMS pour soutien de gestion de puissance
 - DDC2B pour fiche de moniteur et soutien de reproduction.
 - Gestionnaires pour les principaux systèmes de fonctionnement et les APIs.
- Windows 95 (OSR2.1), Windows NT 4.0
DirectX 5.0, OpenGL, ect.
Soutien des jeux en vogue avec accélération 3D.

CONDITIONS DU SYSTEME:

- Ordinateur : Utilise carte principale avec logement de Bus AGP.
Moniteur : Moniteur standard VGA. En vue d'obtenir tous les avantages de la carte des graphiques, vous devez utiliser un moniteur multifréquence à haute résolution.
Logiciel : Windows 95; Windows NT, etc.

Italiano

Grazie per aver scelto la scheda grafica VISION-1 3D.

Con il Rendition V2200 True Media Accelerator incorporato, la Vs. scheda grafica VISION-1 combina una accelerazione 3D (a 3 dimensioni), una grafica 2D (a 2 dimensioni) e una qualità video superiori su una scheda singola, fornendo Vi elevate prestazioni ed una qualità soddisfacente nelle applicazioni dei giochi a 3 dimensioni e nelle applicazioni multimediali.

Caratteristiche:

- Bus AGP, conforme all'interfaccia AGP V1.0
- Processore ad alte prestazioni RISC con Rendition V2200 Accelerator inserito
- 4MB 100MHz SGRAM on board

- 230MHz RAMDAC ad alta risoluzione, profondità ad alti colori ed un display ad alta velocità di ripristino costante (refresh) fino a 1600 x 1200 con 85 Hz
- Meccanismo triangolare hardware, meccanismo pixel e meccanismo di riempimento (fill engine), che fornisce prestazioni avanzate ed effetti speciali a 3 dimensioni
- Playback video di alta qualità, con accelerazione

MPEG-2/DVD

- Completamente compatibile VGA
 - DPMS per supporto di gestione dell'energia
- DDC2B per supporto monitor plug & play
- Driver per i più importanti sistemi operativi APIs Windows 95 (OSR2.1), Windows NT4.0, DirectX 5.0, OpenGL ecc.
- I giochi più comuni sono supportati con l'accelerazione a 3 dimensioni

Requisiti del sistema:

- Computer : scheda principale con uno slot per un Bus AGP
- Schermo : Standard VGA. Per utilizzare appieno tutte le caratteristiche della scheda grafica, è necessario uno schermo multifrequenza ad alta risoluzione.
- Software : Windows 95, Windows NT ecc.

Español

Gracias por adquirir la nueva Tarjeta Gráfica VISION-1 AGP 3D. Incorporando la nueva Rendition V2200 True Media Accelerator, su VISION-1 combina una inmejorable aceleración 3D, y gráficos 2D con superior calidad de video en una sola tarjeta, ofreciendole en ambos aspectos mayor rendimiento; calidad garantizada en juegos 3D y en aplicaciones multimedia.

Características:

- Bus AGP V1.0 interface compatible
 - Procesador Rendition V2200 Accelerator RISC alto rendimiento incorporado.
 - 4MB 100MHz SGRAM en placa.
 - 230MHz RAMDAC para alta resolución, color de alta intensidad y mayor refresco de pantalla hasta 1600 x 1200 a 85 Hz
 - Hardware triangle, pixel y función de relleno le ofrecen características avanzadas en 3D y efectos especiales.
 - Reproducción de Video de alta calidad, acelerador MPEG-2/DVD
 - VGA compatible
 - DPMS para control de power management
 - DDC2B para soporte de monitores Plug and play.
-
- Drivers para los sistemas operativos más utilizados Windows 95 (OSR2.1), Windows NT 4.0, DirectX 5.0, OpenGL, etc. Soporte de los juegos más utilizados con acelerador 3D

Requerimientos de Sistema

Ordenador : Placa base con Bus AGP incorporado

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- Monitor : monitor estándar VGA. Para conseguir un rendimiento óptimo de la tarjeta gráfica, necesita un monitor de alta resolución.
- Software : Windows 95; Windows NT, etc.

Portuguese

Obrigado por comprar nossa placa grafica, a *VISION-I AGP*.

Com acelerador Rendition V2200 True Media ja instalado, sua placa combina: excelente aceleracao em 3D e graficos em 2D. A qualidade do video e superior as placas ja existentes, proporcionando um desempenho elevado e qualidade satisfatoria nos jogos de 3D e aplicacoes de multimedia.

Caracteristicas:

- Bus AGP, AGP interface complacente
- Acelerador Rendition V2200 embutido, processador de alto desempenho RISC
- 4MB 100MHz SGRAM na placa

- Um RAMDAC de 230MHz para elevadas resolucoes, alta tonalidade de cores e alta velocidade de refrescamento da tela de 1600 X 1200 com 85 Hz
 - Hardware com motor triangular, motor pixel e motor de abastecimento, com a finalidade de transmitir caracteristicas avancadas e efeitos especias em 3D
 - Capacidade de repeticao do video de alta qualidade. Aceleracao MPEG-2/DVD
 - Completamente compativel com VGA
-
- DPMS para suporte no gerenciamento de forca da placa DDC2B para suporte no plug-e-play do monitor
 - Drivers para os sistemas de operacao principais e API's Windows 95 (OSR2.1), Windows NT4.0, DirectX5.0, OpenGL, etc.
- Suporte para jogos com aceleracao 3D

Pre-requisitos do Sistema:

Computador : Contendo placa-mae com slots bus AGP
 Monitor : Monitor padrao VGA. Para obter todos os beneficios da placa grafica, voce vai precisar de um monitor de multifrequencia e de alta resolucao.
 Software : Windows 95; Windows NT, etc.

English

Thank you for purchasing the VISION-1 AGP 3D Graphic Card. With the Rendition V2200 True Media Accelerator built in, your VISION-1 combines outstanding 3D acceleration, excellent 2D graphics and superior video quality on a single board, providing you with both high performance and satisfied quality in 3D game and multimedia applications.

Features:

- AGP Bus, AGP V1.0 interface compliant.
- Rendition V2200 Accelerator embedded high performance RISC processor.
- 4MB 100MHz SGRAM on board.
- A 230 MHz RAMDAC for high resolution, high color depth and high refresh rate display up to 1600x1200.
- Hardware triangle engine, pixel engine and fill engine, delivering advanced 3D features and 3D special effects.
- High quality video playback, MPEG-2/DVD acceleration.
- Full VGA compatible.
- DPMS for power management support.
- DDC2B for monitor plug and play support.
- Drivers for major operation systems and APIs
Windows 95 (OSR2.1), Windows NT4.0
DirectX 5.0 , OpenGL, etc.
Popular games support with 3D acceleration.

System Requirements:

Computer :Using mainboard with an AGP Bus slot

Monitor :Standard VGA monitor. To receive all the benefits from the graphics card, you need a high resolution multi-frequency monitor.

Operating System :Windows 95; Windows NT, etc.

Package Contents:

Before installing your VISION-1 graphic card, please check to make sure your VISION-1 package is complete.

- ☒ VISION-1 AGP graphic card.
- ☒ CD-ROM Disk Driver.
- ☒ User's manual.

Contact your dealer if you find anything missing or damaged.

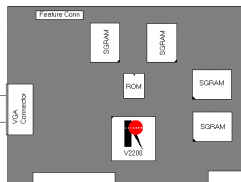
Note! *Graphic cards are sensitive to static charge. To avoid damage that may occur by static charge, leave the graphic card in its antistatic packaging until installation. Keep the package for possible future transportation.*

Software Upgrade

You can visit our web-site: **[http: // www.qdigrp.com](http://www.qdigrp.com)** / for BIOS, driver updates and other release information .

Hardware Installation

Follow the detailed procedures described in this section for easy installation of VISION-1 Graphic card into your computer system. A screwdriver is the only tool needed for installation.

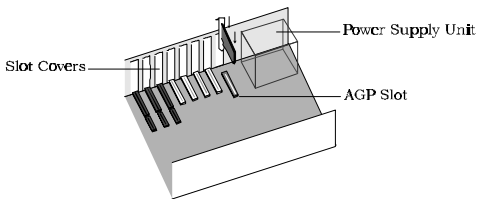


Note! Before installing the VISION-1 AGP card, touch a metal surface of your computer to discharge yourself of static charge, hold the graphic card by the edges and do not touch the IC chips, leads or circuits.

1. Before opening the computer cover, be sure that the power to the computer system unit and all devices connected to it are turned off. Disconnect the computer from the power supply.
2. In a typical PC computer all cover mounting screws are located on the back of the computer. Remove these screws

and save them. Carefully remove the cover.

3. Remove an existing VGA card or disable the mainboard VGA.
4. Remove the AGP slot shield at the back of the computer by removing its retaining screw and lifting it out. Save the screw.
5. Carefully insert the graphic card into the AGP slot by holding the card at the top and gently push both ends of the slot at the same time. Do not force the card into the slot! If the card does not fit easily, pull it back, and try **again**.



1. Secure the card with the screw that you removed in the step above.
2. Replace and secure the system cover.
3. Connect a VGA compatible or multi-frequency monitor with the 15 pin video connector at the back of the VISION-1 card.
4. Connect the computer to the power supply.

D

drivers for Windows 95

Before you begin

All installation instructions assumes the CD-ROM disk is located in drive D: and Windows 95 is in C:\Windows. Replace either with the actual location if necessary.

Operating System Requirements

The driver can work with both Windows 95 and Windows 95 OSR2.0, but to receive all AGP feature benefits, use Windows 95 OSR2.1 or later.

You can identify the version of your installed Windows 95 by following the next steps:

1. In the Start menu, select **Program**, then click **MS-DOS**

Prompt.

2. In the MS-DOS Prompt Window, type **Ver** and press **[Enter]**, the installed Windows 95 version will be displayed as the examples below:

Version 4.00.950 (Windows 95)

or Version 4.00.1111 (Windows 95 OSR2.0)

To install Windows 95 OSR2.1, firstly install OSR2.0 and upgrade to OSR2.1 by installing USBSUPP which is provided by Microsoft. You can contact the distributor of Windows 95 OSR2 for USBSUPP supplement.

Windows 95 Driver Installation

1. Installing Standard VGA Driver

To install Windows 95 display driver, firstly install Windows 95 with the VISION-1 graphic card already installed.

When installing Windows 95, if a **New Hardware Found** window appears, select **Do not install a driver**, click **OK**.

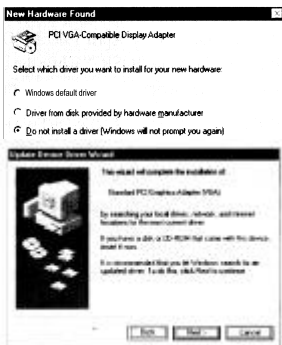
When installing Windows 95 OSR2, if the **Update Device Driver Wizard** window appears, click **Next** (Do not Click **Cancel** or your system will hang!).

Then click **Finish** to install the standard VGA driver, direct installation path to your \Windows\System directory if Windows 95 CD is asked. Follow the prompt and do not restart Windows 95.

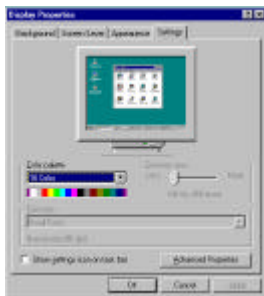
2. Installing DirectX 5.0

Insert the VISION-1 Driver CD disk into your CD-ROM Drive [assume D:] in the Windows 95 Start Menu, select **Run** and use **Browse** to select D:\DirectX5\DX5 setup.exe, click **OK**. Follow the prompt to complete the installation then restart.

3. Installing VISION-1 Driver



After following the steps above, you may now install the display driver. Right click once on the Windows 95 desktop area, select **Properties**, in **Display Properties** Window, click **Settings** tab. Click the **Advanced Properties** button (if using Windows 95 OSR2) or click **Change Display Type** button (if using Windows 95), then click the Adapter **Change** button; click **Have Disk** button and then **Browse**, select D : \WIN95DRV\, click **OK**. After the display driver is installed, close all windows, and restart the system.



Configuring the Windows 95 Driver

To get the optimum visual display and performance, your Windows 95 driver can be configured once installed.

Click the right mouse button while the mouse is pointing at an empty area of the Windows 95 desktop and select **Properties** in **Display**

Properties Window, you can adjust screen resolution, color depth, monitor setting, refresh rate etc.

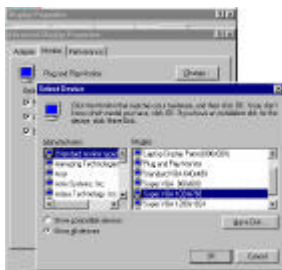
Refer to the sections below for a complete description of what options are available for each configuration tab. After making your changes, follow the on-screen prompts to complete the configuration.



If you want to change the screen resolution or color depth, click on the **Settings** tab at the top of the screen. You will view the above panel. Change the screen resolution using the “Desktop area” slider on the right side of the window. To change the color depth of the screen use the “Color palette” selector on the left side of the window.



If you are not able to choose a resolution in which your monitor supports, you may need to change your monitor settings by clicking **Advanced Properties** button and choosing the **Monitor** tab. Click **Change** button for the Monitor Type. Click the Manufacturer and Model which matches your monitor. If your monitor brand is not displayed, you can choose the Standard monitor and VGA model.



You can also change other settings. Click on the **Verite** tab at the top of the window.



Here, you can choose refresh rate by clicking a button in the upper left part of the panel. In general, the higher the refresh rate, the better the display quality. Be sure your monitor can support the refresh rate you choose!

For digital video playback, you can choose whether the Bilinear Filtering should be enabled all of the time (“Always On”), never (“Always Off”), or only when the frame rate being displayed is actually 30fps (“Auto”). You can make this selection in the upper right portion of the window. For the best digital video playback quality, we recommend the “Always On” setting.

The next setting is “Gamma Correction.” Gamma correction is a fairly complex notion. Simply put, it modifies color values to compensate for

different characteristics of different monitors. 10 is the default value. Increasing this value will make colors appear brighter. Decreasing it will make colors appear darker. It is not merely a brightness control, as the degree of its effect depends on the original brightness of the particular color being drawn.

The last setting is “Vsync in Flip”. This allows you to send data to the frame buffer during the VSYNC signal. When running Direct3D Tunnel test at 60Hz refresh rate, we will be running at 60 fps. However, when running at 75Hz or 85Hz refresh rate, we will get about half of the refresh rate, 37.5 fps or 42.5 fps, respectively. By disabling this setting, we can achieve approximately the refresh rate of 60Hz, 75Hz, or 85Hz because now the data does not wait for the Vsync signal. Instead, as soon as the next data stream is ready, output will be given to the frame buffer. In doing this, some tearing can be viewed .

Drivers for Windows NT

Windows NT 4.0 Driver Installation

Once Windows NT 4.0 has been installed on your system, follow the procedure listed below to install the Microsoft Windows NT 4.0 display driver.

1. Right click on the Windows NT desktop area and select **Properties**.
2. At the top of the dialog box, click on the **Settings** tab.
3. At the bottom of the Settings display screen, click on the **Display Type** button.
4. Click on the **Change** button in the Adapter Type box.
5. In the **Change Display** screen, click on the **Have Disk** button.
6. Insert the CD-ROM Driver disk into the CD-ROM drive, click **Browse** to select D : \NT40DRV\, where D: is the CD-ROM drive letter, click **OK**, and follow the prompt to complete the installation.

To configure the Windows NT 4.0 driver, follow the procedure listed in the next section.

Configuring the Windows NT 4.0 Driver

To configure your Windows NT 4.0 driver once it is installed, follow the procedure listed below.

1. Right click on the Windows NT desktop area and select **Properties**.
2. From the **Display Properties** dialog box, you can change your driver and monitor configurations. Click on the **Settings** tab, located at the top of the dialog box, and adjust the settings using the drop-down boxes and slider

bars.

3. Follow the on-screen prompts to complete the Windows NT 4.0 driver or monitor configuration.

BIOS Upgrade

On rare occasions, it may be necessary to upgrade the video BIOS on your VISION-1 card. In such a case, you will receive a new BIOS Binary file and a utility called DOSPROM to install the BIOS into the card.

Follow the steps below for upgrading your video BIOS:

Step 1. Start in DOS mode. The BIOS upgrade procedure cannot be executed from within Windows 95. If you are already running Windows, shut down your system and restart in DOS mode.

Step 2. If you have received the upgraded BIOS files, at the DOS prompt, create a directory in your hard disk. Copy the upgraded files into this directory. Change the directory to the upgraded BIOS directory.

Step 3. At the DOS prompt, change the directory to the upgraded BIOS directory, type the following command to install the new BIOS into VISION-1 card's Flash Memory.

DOSPROM xxxx.rom

xxxx.rom is the BIOS BIN File you received. This will load

the BIOS image file into the card's BIOS space.

Important: Do NOT reboot or power down your system during this process, as it will cause the BIOS to be programmed incompletely, resulting in a non-functioning graphic card.

After the new BIOS has been installed, restart your system normally. Making sure you Hard Boot your system by either pressing the Reset button or the Power button.

FCC Information

This equipment has been tested and was found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference and, (2) this device must accept any interference received, including interference that may cause undesired operation.

Notice to user: Changes or modifications to this product not approved by the party responsible for FCC compliance could void your authority to operate this equipment.

In order for an installation of this product to maintain compliance with the limits for a Class B device, shielded cables must be used for the connection of any devices external to this product.

English

- For more information, please visit our web-site
: " www.qdigrp.com "

: " www.qdigrp.com "

: " www.qdigrp.com "

Deutsch

- Weitere Informationen sind abrufbar unter der QDI
Worldwide-Webseite : " <http://www.qdigrp.com> "

Français

- Plus amples renseignements peuvent être obtenus en
s' adressant au site mondial de QDI désigné par
" <http://www.qdigrp.com> "

Italiano

- Per ottenere ulteriori informazioni, consultate il sito
Internet all'indirizzo " <http://www.qdigrp.com> "

Español

- Hay información adicional disponible en la web
site mundial en " <http://www.qdigrp.com> "

Portuguese

- Para mais informações, por favor visitar a nossa
website : " www.qdigrp.com "

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